

## ABSTRACT OF THE DISCLOSURE

A gaming machine may be activated by an individual player for subsequent play by displaying to the gaming machine, without physical contact with the gaming machine, a card carried by the player. The card carries indicia which may include suitable electronic memory, to be sensed by apparatus associated with the gaming machine, to cause the wireless transfer of individualized data concerning the player from the card to the gaming machine or to a computer network that is associated with the gaming machine. The data is evaluated against a stored database, which database may include identification of the card holder. The data is then evaluated against the stored database, and the gaming machine is activated for subsequent play upon favorable evaluation of the data.

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